



magazine

official PLAYbook of the LEGO® Club

CALLING ALL AGENTS...
Alpha Team Needs you!

ULTIMATE VAMPIRE!
Surrender or Run!

MESOZOIC MONSTER!
Complete Building Steps!

**Knights
Kingdom**



Ultimate Vahki!

BIONICLE

When there's a danger too great for any Vahki squad to meet, Metru Nui relies on two ultimate Vahki machines for protection. But should these mechanical enforcers turn and betray the city, what power could stand against them?

Kranus

An extremely specialized Vahki model, the Kranus is called into action less often than the Krahu. Powerful and bulky, the Kranus is capable of transforming its body into animated grains of protodermis. It can then flow through narrow cracks or vanish into the pavement, before reforming somewhere else. This makes the Kranus highly effective at pursuing law-breakers into tiny spaces or confusing rampaging Rahi with its sudden disappearances and reappearances.

Krahu

Unlike the Vahki, who have a central mechanism governing their intelligence, the Krahu's knowledge centres are scattered throughout its body. The advantage of this? The Krahu can actually split apart and send its individual pieces to act independently. This allows it to challenge multiple foes by sending all six legs off in six different directions, while its other components monitor the area and defend against attacks. As a single unit, the Krahu is capable of sending out clouded stun gas. Krahu parts give off a powerful electrical charge when touched.

Build Krahu with the Matoran and find out how these amazing Bionicle Vahki work.



Boidahn 8615 Zadahn 8616 Kerasin 8619

Build Kranus with the Matoran and find out how these amazing Bionicle Vahki work.



Nuukah 8614 Varakh 8615 Rorakh 8616

Access more information on the Vahki squads and the city of Metru Nui at www.LEGOclub.com

clubcode
BIONICLE



ALPHA TEAM

A NEW SET OF ARMED VEHICLES, ROBOTS, SPIES AND SLEWY
ACTION! A WAT, LAND OF SNOW, ICE AND TRELLING COLD.



HARD TO BELIEVE
THIS WAS A DESERT
AN HOUR AGO!

DASIL DO YOU HEAR THAT?
OGEL AND HIS ICE DRONE ARE
TRYING TO FREEZE THE
WORLD - AND WE DON'T HAVE
ENOUGH ALPHA TEAM AGENTS
TO STOP HIM!

ROGER!
WE NEED TO
RECRUIT MORE AGENTS,
AND FAST!

HERE THE VEHICLE - ALPHA TEAM
MOBILE COMMAND CENTER!



WHOA, RADIAL YOU'RE
NOT GOING TO BELIEVE
- WAIT!

ONE OGEL SNOW CRAWLER
WITH ICE DRONE SPOTTED BELOW!
I'M IN PURSUIT!



OGEL AND HIS DRONE IS SEARCHING FOR HIDE-OUTS
OF
OGEL AND HIS DRONE IS SEARCHING FOR HIDE-OUTS
OF



BETTER DASH! IT'S THE OGEL CAR TRYING
TO LAND AL AROUND INTO AN ICEBOLD

ALPHA MODE INITIATED...

TRANSFORM INTO COMPOSITE

YOU WON'T
GET AWAY
FROM MY
ICE GLOOM!

MEANWHILE, ON THE FAR SIDE OF THE WORLD, ARROW
PILOTS THE ICE BLADE IN SEARCH OF OQUEL'S SECRET BASE...

THINK YOU CAN
ESCAPE THE BLUE EAGLE, DO YOU?
INITIATE ALPHA MODE!!!

Rumble!!

ARROW TO RADAR:
WE COULD HAVE ONE PIECE OF A
SNOWBALL FIGHT DOWN HERE -
BUT OQUEL WOULD PROBABLY
TRY TO CHEAT.

HAI! IF THOSE DROES THINK
THEY CAN STOP ME WITH A LITTLE SNOW,
THEIR BRAINS ARE FROZEN.
INITIATE ALPHA MODE!

...ALPHA MODE INITIATED...



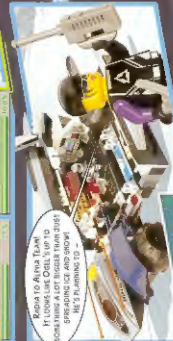
SWOOSH!

TRANSFORMATION COMPLETE 2000% 2x



...UP AND OVER 150!

RADIO TO ALPHA TEAM!
IT LOOKS LIKE ODELL'S UP TO
SOMETHING A LOT BIGGER THAN JUST
SPREADING ICE AND SNOW!
HE'S PLANNING TO -



NO!



Z-Z-Z-ZAP!

IS THE FLASHLIGHT MESSAGE -
BANG! SENDS AN URGENT MESSAGE -

I HAVE A PLAN SO COOL
IT'S FROZEN SOLID... AND NOT
EVEN ALPHA TEAM CAN
STOP ME NOW!



NOW, NOW, I CAN'T HAVE YOU
GIVING AWAY MY SURPRISES. YOU WILL BE
SAFE AND SOUND INSIDE THIS ICE BLOCK -
AND SOON THE BEST OF YOUR TEAM
WILL JOIN YOU!

WIP RELEASE 2000% 2x

Log on to
www.LEGO.com/ALPHATEAM
to become an Alpha team agent!

GEAR UP FOR A CHANGE!

ALPHATEC'S NEW DOUBLE DUTY SWITCHES!



R. 949 Dean Committee



Chill Speeder

Return Item Voucher Code: 4144

7000 Speed 50 - 40000 rpm

Circle 16 on Reader Service Card

ALFA ROMEO has the engine and it does not as
a General Motors.

VEHICLE CLASS: Midsize Team power agents start out on the Oldsmobile. The stealth engine keeps Ogle's key suspects from hearing a word about close enough to hear things up.



Ice Blade

Myriad Media Vehicle Code 4743

NEW SPONSOR: www.fox.com

Gifts: Not only batteries, but a high-quality CD player or a portable CD player. If you have a CD player, you can also give a CD of your favorite music.

ALPHA HOGE - *Alpha is made to work and improve your business.*

VEHICLE CURSE Have you ever had a fellow driver cut in front of you? Or been stuck in traffic behind a slow-moving car? Well, now you can get your revenge. Just keep your mitts off the engine — it runs on nuclear fission.



Tundra Tracker

Played for Vikings' Conte says

DOI: 10.1002/anie

Field-Magnus prepared this album in
collaboration with Jacobo Delgado (1934

With 1000+ hours of training, MWR's industry experts can help you find the right solution for your business.

VEHICLE CLASS: Above 3 speeds and the Johns-Manville machine makes vehicle set designed by the Atlanta



Blue Eagle

Regional Health Variables Code Areas

The Spill's Message

Call for a free copy of our new book, *How to Find a Good Job*, at www.findajob.com. It's the only book that shows you how to find a good job, even if you're not sure what you want to do. It's the only book that shows you how to find a good job, even if you're not sure what you want to do.

PLUS: NOPE Turns into a lightning-bolt-like grille for high-speed parking lot travel.

SENIOR CLASS: Make a 10 Alpha-2 and you're qualified to climb in the category of the Blue Eagle. With no

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For more information, call 1-800-451-2233.

For more information, contact your local branch of the American Red Cross or call 1-800-221-1222.

Mobile Command Center

Disbus from Havlicek Corp.

Call today

Small Business

2008 RACE MAGNUS ENGINE 300

ALPHA NODE charges less than a power
much less a fully equipped terminal and
VEHICLE CLASS, only the best of the
best can be controlled.

Mobile Commerce Center - The Alpha 1 appears they have in a good business cycle could give a lot more to get in touch with the mobile.

100

274

100

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10

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1

LEGO

Knights' Kingdom

THE KINGDOM OF MORCIA

A land of endless magic and adventure. The good king has been replaced by the evil Vladek, and it is up to four heroic Knights to find the Heart of the Magical Shield and save their kingdom.

ORKSON PROVINCE
Home of Santis

Use Santis' strength
to roll a boulder

BORDER AMBUSH - 8778

A wicked Shadow Knight guards the rickety bridge to the Moorlands. Santis must defeat him to get the key!

THE DESOLATE MOORLANDS

Here be Monsters!

Use the catapult
to repel Vladek's
attacks

Raise the bridge
and scale the tower
if you dare, but watch
out for traps, spinning axes
and the giant serpent's breath

CITADEL OF ORLAN - 8780

Challenges and mysteries await at the legendary Citadel of Orlan. Will the Knights' incredible skills be enough to gain the Heart of the Magical Shield?

SANTIS PROVINCE
Home of Santis



ALENJAM PROVINCE
Home of Danju

CASTLE OF MORCIA - 8781
Vladek has transformed this noble castle into a dark Fortress. Only the Knights can change it back!

The knights begin their quest.

VLADEK ENCOUNTER - 8777

Danger lurks on the road to Morcia. Vladek wants the Heart, but Danju won't give it up easily!

Change the castle from good to evil and back again!

TALORJAY PROVINCE
Home of Jayko

GRAND TOURNAMENT - 8779

The Grand Tournament will decide the Fate of Morcia. Can Jayko finally defeat Vladek, or will evil triumph over all?

Launch the steeds for jousting action!

MORCIA

Who Will Be the Next Tournament Champion?

A tournament challenge is a true test of knightly skill. Knock your opponent's shield off before he can remove yours and you'll earn the respect and adoration of the crowd!



You'll find 3 more game cards inside every Knight's Kingdom set.

Attach game cards to your Knights for a whole new way to play! Knock off your opponent's shield to win the Challenge!

More Knight's Kingdom adventures await at
www.LEGOclub.com CLUB CODE: KNIGHTS

Knights Kingdom Challenge Card Game

CHOOSE YOUR CHAMPION

You can play KNIGHTS KINGDOM CHALLENGE with any cards in your deck, but for an extra challenge, choose one knight and pit his cards against your opponent's favorite. Who will you pick to be YOUR Champion?



Make Your Own Shield!

Here's your chance to make your own knightly shield! Using this page or a photocopy, create a design for your shield. Have an adult cut out the shield, don't forget the hole in the middle! and glue it to a piece of heavy paper or thin cardboard. You can attach your shield to a KNIGHTS KINGDOM figure to use in adventures and tournament challenges!



Rules

- Each player starts with the same number of cards. Before playing, arrange your deck in any order you wish. Once the game starts, you cannot change the order of your cards.
- Hold your cards with the SHIELD side facing your opponent. It's time for a CHALLENGE! Cut out the knight symbol (SWORD, HELMET, SHIELD, or HEART OF THE MAGICAL SHIELD) that appears at the top of the picture on the card. The player with the strongest symbol can choose the CHALLENGER; the other player is the DEFENDER. If both players have the same symbol, throw those cards to the back of your decks and start again.

Knights Symbol Power Rankings



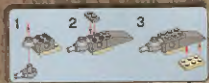
- The CHALLENGER places their card down with the SHIELD side facing UP and sees which SKILL they are using to Challenge: SWORD (Blue Horse), STRENGTH (Red Bear), AGILITY (Green Monkey), or WISDOM (Purple Wolf).
- The DEFENDER places their card on top of the Challenger's card with the SHIELD side facing DOWN so that the POWER NUMBERS line up on the right side. The player with the highest POWER NUMBER in the Challenger's Circle wins that challenge! If tie numbers are the same, then both players turn their cards to the back of their decks.
- If you win a Challenge, return your winning card to the back of your deck. Should you lose a challenge, you must put your card to the side. It cannot be used again in the current game.
- The game can last a set number of rounds or until one player has no more cards left. The player with the most cards left at the end of the game is the winner of the KNIGHTS KINGDOM CHALLENGE!



you can build this

BEWARE THE JAW OF THE KRONOSAURUS!

More than 30 Feet long, this giant marine reptile prowled the prehistoric seas during the age of dinosaurs, searching for food with the help of four powerful flippers.



You can build your own Kronosaurus using parts from 4506 Deep Sea Predators and 4507 Prehistoric Creatures!

WHAT WILL YOU MAKE?



4506

+

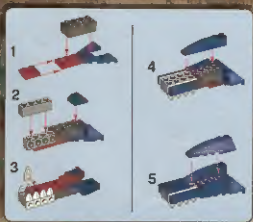
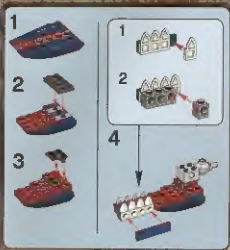


4507

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WHAT WILL YOU MAKE?



Glow-in-the-dark teeth!

These sets include
step-by-step plans
for 15 different
Dino and Sea
Creature models
plus 45 more cool
building ideas!



A dynamic LEGO advertisement for the 'TITAN vs. DINOSAURS' set. The central focus is the Titan X-1, a massive grey and blue robot with orange accents, standing amidst a dusty, reddish-brown landscape. To its left, a large red dinosaur with a long neck and sharp teeth looms. In the foreground, several smaller red dinosaurs are scattered, along with a few minifigures. The background features a stylized cityscape with a tall, pointed building. The overall scene is action-packed and dramatic.

CAN TITAN X-1
SURVIVE THE
JURASSIC JAWS
OF TERROR?

THE TITAN vs. DINOSAURS

L

FOR LEGO LOVERS!

STARRING THE PREDATOR CREATURES
AND TITAN X-1 Dinosaur Sets